

This update to the code for “Designing Audio Objects for Max/MSP and Pd” is compatible with Max 6.1 and later. The externals are now 64-bit only, and have been tested with the Max SDK version 7.1. Projects are provided for Xcode only, but the code should work equally well in the Windows environment.

The code for the external “bed” has been rewritten for compatibility with the most recent buffer~ access methods. This buffer~ update is not documented in detail here. Instead, I recommend that readers consult the section in the online SDK documentation under Modules->MSP->Buffers. The SDK may currently be found at the following URL: <https://cycling74.com/sdk/MaxSDK-7.1.0/html/index.html>

I would like to thank John Gibson and Jeffrey Hass for their kind invitation to present a workshop on Max/MSP coding at Indiana University for their composition students. This workshop motivated the updates presented here.

Eric Lyon
Blacksburg, 2016